

Abstract

In a preferred embodiment, the invention comprises a system for graphics compression and display. The system has a compression component and a decompression component. The compression component comprises a simplifier
5 module and a lossless compressor module, and the decompression component comprises a decompressor module and a renderer module. The simplifier module performs lossy compression based on histogram-based quantization. The lossless compressor module performs run-length encoding of color regions and adaptive Golomb coding of color values. The decompressor module receives a compressed file
10 and outputs a corresponding file that is in a device independent intermediate format comprising decoded global parameters; a device independent color table; and pairs of colors and run-lengths. The renderer module receives a decoded device independent color table and converts the table into one or more device dependent colors.